

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application. An identifier indicating the status of each claim is provided.

Listing of Claims:

1. - 142. (Canceled)

143. (Currently Amended)                      An editing system for editing a plurality of clips, comprising:

        editing means for editing said plurality of clips to produce an edit resultant clip, comprising:

                an edit module for edit processing said plurality of clips;

                a composite module for composite processing said plurality of clips; and

                a special effect module for special effect processing said plurality of clips;

        wherein said editing means produces module identification information indicating the processing to be performed on said plurality of clips by said edit module, said composite module, and said special effect module in producing said edit resultant clip; and link information indicating a tree structure for linking said plurality of clips in producing said edit resultant clip; and

        user interface means for displaying and controlling graphical user interfaces corresponding to processing performed by said edit module, said composite processing module,

and said special effect module; the graphical user interfaces including a clip tree window for graphically displaying said tree structure for said plurality of clips;

wherein ~~said clip tree window displays~~ the editing system assigns a clip name for each clip in said tree structure, the clip name comprised of an attribute indicating whether the clip is a material clip or a resultant clip and a clip identification code.

144. (Previously Presented)            The editing system according to claim 143, wherein said module identification information and link information are stored in a clip database in which information relating to each of said plurality of clips is registered.

145. (Previously Presented)            The editing system according to claim 143, wherein a current clip to be edited from said clip tree window is graphically designated in said clip tree window.

146. (Currently Amended)            A method of editing a plurality of clips to produce an edit resultant clip, comprising the steps of:

displaying and controlling graphical user interfaces corresponding to processing to be performed on said plurality of clips, including edit processing, composite processing, and special effect processing; the graphical user interfaces including a clip tree window for graphically displaying a tree structure indicating links between said plurality of clips;

producing module identification information indicating edit processing, composite processing, and special effect processing to be performed on said plurality of clips to produce said edit resultant clip; and link information indicating said tree structure displayed in said clip

tree window; wherein ~~said clip tree window displays~~ the editing system assigns a clip name for each clip in said tree structure, the clip name comprised of an attribute indicating whether the clip is a material clip or a resultant clip and a clip identification code;

editing said plurality of clips to produce said edit resultant clip in accordance with said module identification information and said link information.

147. (Previously Presented)      The method according to claim 146, wherein said module identification information and link information are stored in a clip database in which information relating to each of said plurality of clips is registered.

148. (Previously Presented)      The method according to claim 146, wherein a current clip to be edited from said clip tree window is graphically designated in said clip tree window.